Fantasy Landscape Planning Sheets

revised 1/7/10

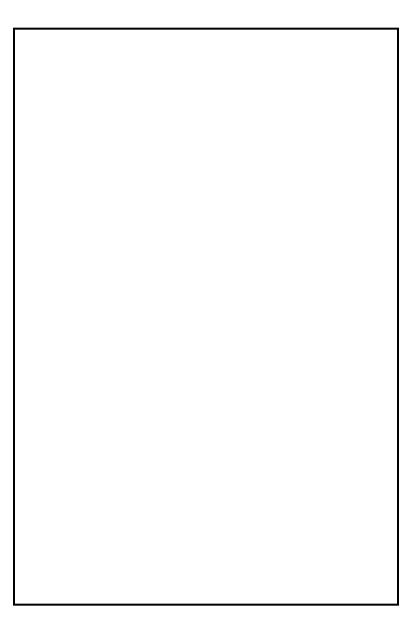
- **1.** <u>Telling a Story Through Art</u> Your drawing should tell a story: what happens when a giant steps into a fantasy landscape.
 - Brainstorm various imaginary settings/landscapes into which your giant could step.
 - Consider how the giant's foot stepping into your setting/landscape will affect it.
 - Choose one idea to use for your story and artwork.

It	three to five sentences, describe the story your fantasy landscape will tell:			
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1	Brainstorm Ideas for Giant's Shoe/Footwear — Think of possible kinds of shoes/footwear your giant might wear when stepping into your story. (Footwear could be a slipper, flipper, sandal, moccasin, boot, sneaker, ice skate, flip-flop, etc.)			
	• Explain how your choice of shoe/footwear can add to the feeling of fantasy in your landscape:			
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3. <u>Select a Shoe/Footwear</u> – The shoe/footwear you select for your giant to wear must be drawn from an actual shoe or footwear (i.e., not from a photo or your imagination). You or your teacher can provide the shoe/footwear.

- **4.** <u>Draw Two Views of Selected Shoe/Footwear</u> In boxes A & B below, do a line drawing of two different views of the shoe/footwear you selected for your drawing.
 - Possible views include side, front, back, bottom, or top.
 - Make your two drawings as realistic as possible, including accurate proportions and details.

Box B: Vertical Composition



- **5.** <u>Create Two Thumbnail Ideas for Your Landscape</u> In boxes A & B below draw two thumbnail sketches that show different ways your fantasy landscape might look at the moment when your giant steps into the landscape.
 - In each drawing include one view of your giant's shoe (either A: Horizontal or B: Vertical. If you like one view better, you may use it twice.).
 - Make your giant's shoe the focal point/emphasis of your drawing. Remember to use proportion to show that the giant's shoe/footwear (and leg/foot, if you include them) are much larger than the other objects in your landscape.
 - Use at least two spatial strategies to show depth.

	Thumbnail Sketch A	
Im	and a my giant's shoo/factweer the feed naint/ownhasis by using (check each that you used)	
1 11	nade my giant's shoe/footwear the <i>focal point/emphasis</i> by using (check each that you used) ☐ unexpected or unusual imagery ☐ contrast in size, color and/or style ☐ great detail	•
I us	sed the following spatial strategies to show depth of space (check each that you used):	
	☐ Overlapping ☐ Placement of Objects ☐ Size Changes	
I us	sed the following strategy(s) to create <i>fantasy</i> (check each that you used): unexpected or imaginary objects, animals, and/or people unrealistic scale or proportion unrealistic color scene tells a fantasy story	

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I made my giant's shoe/foo	otwear the fa	ocal point/emphasis by usi	ing (check ea	ach that you used):
☐ unexpected or unusu☐ contrast in size, cold☐ great detail		le		
I used the following spatia	l strategies t	o show depth of space (ch	eck each tha	nt you used):
☐ Overlapping		Placement of Objects		Size Changes
I used the following strates	gy(s) to crea	te fantasy (check each tha	t you used):	
□ unexpected or ima	ginary objec	ts, animals, and/or people		
 unrealistic scale or 				
unrealistic color				
☐ scene tells a fantas	y story			

6.	Select Final Sketch for Your Final Artwork – Based on feedback from your teacher and/or
	classmates, select your more successful thumbnail sketch (A or B) to be the sketch you will use as the
	basis for your final, enlarged work of art. Circle the one you chose below:

Thumbnail Sketch A

Thumbnail Sketch B

'.	<u>Explain Your Choice</u> – Why did you choose the thumbnail sketch that you selected in the previous step? Explain your choice, using art vocabulary when possible:

- **8.** Add Color to Your Final Sketch Using colored pencils, add color to the thumbnail sketch that you selected as the basis for your final artwork.
 - Shade your giant's shoe/footwear as realistically as possible to make it look 3-dimensional.
 - You may use unrealistic colors in the background to enhance your fantasy landscape.

FANTASY LANDSCAPE FORMATIVE ASSESSMENT RUBRIC FOR FINAL SKETCH (shoe and landscape)

First check all criteria met by student's work, then circle the appropriate numeric score.

4	Advanced	In addition to all Proficient criteria, work exhibits at least one (1) of the following	
		• 3 spatial strategies successfully used	
		• 2 or more fantasy strategies successfully used (in addition to the shoe)	
		Color successfully used to emphasize the concept of fantasy	
3	Proficient	Meets all 4 of the following criteria:	
		Giant's shoe/footwear is proportionally large AND is clearly the focal/point/emphasis of the landscape	
		Shoe drawing demonstrates accurate proportions and details	
		2 spatial strategies successfully used	
		• One (1) fantasy strategy is used (in addition to the shoe) to successfully create the impression of fantasy	
2	Nearly Proficient	Meets three of the four criteria for Proficient	
1	Emerging	Meets two of the four criteria for Proficient	